

ABSTRACT OF THE DISCLOSURE

A wireless device, system and method for receiving and playing multimedia files streamed from a multimedia server over a wireless telecommunications network. A desired multimedia file is selected from one or more multimedia files stored in the multimedia server, which server is operatively connected to the wireless telecommunications network. Successive blocks of data from the desired multimedia file are streamed over the wireless telecommunications network in a digitized and compressed format and received by the wireless telecommunications device. The received blocks of data from the streamed multimedia file are temporarily stored in a buffer in the wireless device, decoded and decompressed, and successively played through an audio and/or video output in the wireless device. The wireless device monitors the blocks of data stored in the buffer and signals the wireless telecommunications network to increase the rate that the data blocks are transmitted over the wireless network in the event that the data stored in the buffer falls below a minimum threshold level.